



£1.99

THE OFFICIAL STAR TREK[®] FACT FILES 100



Captain Kirk and Spock
The perfect Starfleet partnership

The Life of Morn
Quark's favorite barfly

Species 8472
A match for the Borg



Klingon Marriage Customs
If you survive the bachelor party ...

Anatomy of a Jem'Hadar
Designed to be the perfect fighter



ROMULAN WARRIOR: Bridge Plans

ISSN 1364-3983



0 1 >



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 100

The Guide to the STAR TREK Galaxy

JEM'HADAR Anatomy
The BORG and SPECIES 8472
KLINGON Weddings

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-A: Jefferies Tubes

Non-FEDERATION Starships

ROMULAN WARBIRO Bridge: 2370's
KLINGON Ships and the FEDERATION: 2260's

Personnel Files

KIRK and SPOCK
TOM PARIS and Women
MORN

Equipment & Technology

Standard Issue Equipment: 2373

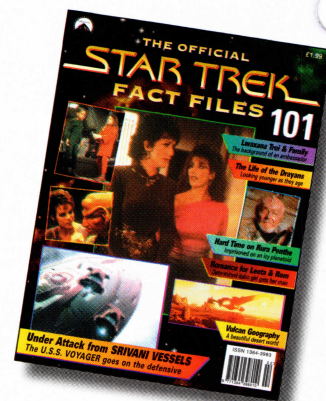
Starship Log

STAR TREK: THE NEXT GENERATION –
'The Vengeance Factor'/'The Defector'
STAR TREK: DEEP SPACE NINE –
'The Sword of Kahless'/'Our Man Bashir'

A-Z Access Point

Your continuing alphabetical reference source

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

RURA PENTHE
The Geography of VULCAN
The DRAYANS

FEDERATION STARFLEET

DEEP SPACE NINE: Weapons and Defense Sail
AMBASSADOR-Class Starships: Fleet Listings

Non-FEDERATION Starships

SRIVANI VESSELS

Personnel Files

KIRK and Romance (Part 2)
LEETA and ROM
LWAXANA TROI: Family and Background

Equipment & Technology

Life Energy Transfer Device

Starship Log

STAR TREK: The Original Series –
'The Cloud Minders'/'The Way to Eden'
STAR TREK: VOYAGER – 'Year of Hell', Parts I and II

A-Z Access Point

Your continuing alphabetical reference source

TM, ® & © 1998 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dallington Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editor: Jennifer Cole
Design: Martin Ritchie, Danny Baldwin
Art Coordinator: Emily Mitchell-Heggs
Assistant Editors: Emma Tennant, Marcus Riley, Andrew Littlefield
Associate Editor: Ben Robinson
Authors: Jennifer Cole, Amanda Conti, Kathe Conti, Michael Conti, Jonathan Freund, Peter Griffiths, Andrew Littlefield, Ben Robinson, Beth Slick
Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.



THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 4C



THE
DOMINION

JEM'HADAR ANATOMY

The Jem'Hadar are bred for one purpose: to fight for the Dominion. They are disposable soldiers whose lives are of little value to the Founders; if killed, they can be replaced easily.

The Jem'Hadar are a basically humanoid race, but whatever natural attributes they possess have been augmented by the Dominion Founders to create the perfect fighting machine.

The Founders consider the Jem'Hadar to be little more than a weapon, as disposable and replaceable as a phaser or warship. In fact, *Jem'Hadar Warships* seem to have been designed to survive a crash which kills the entire crew, suggesting that the soldiers may be of less value to the Founders than their military hardware.

Metamorphosis

The Jem'Hadar resemble humans much more closely at birth than by the time they reach maturity. Infants have the same smooth skin as humans, and differ only in that they have a ridge of hard nodules on their foreheads.

As they age, these nodules increase in size, but it is not until they reach full adulthood that their skin hardens and takes on the scaly appearance that characterizes mature Jem'Hadar. Children and youths sport a full head of hair; by adulthood, this has reduced to a small tuft that protrudes from the rear of the skull. The hair is usually jet black, and appears only in this region; their chests and arms are hairless.

Adults appear more reptilian than mammalian. Small, pointed bones extend from the rim of their jawlines and across their skulls, adding to their formidable appearance.

One of the notable characteristics of Jem'Hadar anatomy is the area of the neck into which the supply of **ketracel white** is fed. This takes the drug directly into the Jem'Hadar bloodstream, via the carotid artery. **Federation** knowledge of their anatomy

does not extend to the exact nature of this entry point; it is unknown if it is a natural opening, or if one is created by surgery.

Deadly soldiers

The Jem'Hadar are much stronger than an average human, and have a stockier stature, suggesting a much denser bone structure and muscle mass. They possess an impressive arsenal of weapons, but are brave and adept hand-to-hand fighters.

In a highly unusual trait among intelligent life forms, the Jem'Hadar need to neither sleep nor eat, as they are entirely sustained by ketracel white. Their dependence on the drug is genetically determined rather than an addiction from exposure, and is incurable; withdrawal causes death. The personal cloaking device with which they are able to disguise themselves also seems to be an innate ability.



Tough

The Jem'Hadar are very strong by human standards, and can hold their own against warriors such as Klingons in hand-to-hand combat. Wrestling hones their impressive physical skills.

Death
The Jem'Hadar are tough, but they are not invulnerable. They are often killed during battle, and their lives mean little to the Dominion, their colleagues, or even themselves.



Dependence

The ketracel white on which the Jem'Hadar are dependent is fed into their bodies from small vials that fit into a pouch on their uniforms. The liquid passes directly into their blood.

The Jem'Hadar are carefully engineered, efficient, and deadly fighting machines. They owe their creation and,

they believe, their right to life to the Founders, and they are ready to give their lives in service of their ruthless masters.

ADAPTABLE

Environment no obstacle

The Jem'Hadar seem to have been designed to function in a typical Class-M environment – Earth-type gravity and a moderate range of temperatures. However, they are extremely hardy, and can survive for months if, for example, their spaceship crashes on a remote planet. The lack of ketracel white is likely to kill them before anything in the natural environment. In hot climates, they have been observed to remove some layers of clothing, suggesting that they are as sensitive to heat as most other humanoid races.



Imposing

Jem'Hadar soldiers are physically imposing as well as efficient fighting machines. The Dominion have designed their enforcers well; the Jem'Hadar can fight equally well in dry savanna or dense forests.

Exposed

Jem'Hadar soldiers are usually covered from head to toe, but one variant of their uniform leaves part of the chest exposed, revealing their tough and scaly skin.



GALAXY FACTS

▶ No Jem'Hadar female has ever been encountered, and it is unknown if they even exist.

▶ As virtually all Jem'Hadar die in battle, the effects of old age on the race are unknown.

▶ The Jem'Hadar seem to have been programmed with racial memories that include a desire to return to their people.

During a joint mission with the Federation, the Jem'Hadar prefer not to use the stun setting on their Starfleet-issue phaser rifles, suggesting that their own weapons have nothing so merciful.

These genetically engineered soldiers are living arsenals. The exact number of weapons they carry is unknown, but their uniforms are specifically designed to conceal as many as they display.



▲ Formidable match

The Jem'Hadar are expertly trained in the use of weaponry, but, when it comes to hand-to-hand combat, they prove more than capable of holding their own against races as robust and fierce as the Klingons.



THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 4C

JEM'HADAR ANATOMY



THE
DOMINION

Jem'Hadar infants look human, but evolve to become naturally armored, reptile-like warriors. Their scaly skin provides more protection than that of a human.

Ketracel white is fed into the bloodstream of the Jem'Hadar directly, via a connecting tube that runs from a vial of the substance concealed beneath their uniform.

It is unknown whether the Dominion created the Jem'Hadar from raw genetic material, or evolved them from one of the many races they conquered. It is known that the Founders designed them to be dependant on ketracel white.

In addition to their tough, leathery skin, the Jem'Hadar are stocky individuals who look strong and imposing, striking immediate fear into those they fight.



▲ Origins

Whatever the Jem'Hadar might once have been, they are now solely dedicated to the Founders, and to the Dominion's pursuit of conquering other worlds.

From head to toe, the uniform worn by these warriors is designed for practicality, and to weather any environment – just like the Jem'Hadar themselves.





The Guide to the STAR TREK Galaxy

FILE 15 CARD 6



THE BORG & SPECIES 8472

In their drive to conquer and assimilate, the Borg strike fear into the hearts of beings across the Galaxy. It seems they are invincible — until they come up against the even more ruthless Species 8472.

The Borg pose one of the greatest threats to the Galaxy, yet in their encounters with the race they have designated **Species 8472**, they appear to have met their match. For the first time, they find themselves vulnerable to another species — one which considers itself at the apex of biological evolution.

Ironically, the Borg are responsible for bringing this ruthless species into our universe. Always seeking new and superior organic material for assimilation, the Borg use their deflector technology to open a quantum singularity into Species 8472's parallel universe of **fluidic space**.

They hope to assimilate the new species' densely-coded biology and exceptional biogenic technology into the **Borg collective**, but instead, they introduce a predator that is above even them on the Galactic food chain.

Responsible for the murder of billions, the Borg now find themselves at the other end of the equation, losing in swift order to Species 8472. Since their first encounter in 2373, the Borg have lost hundreds of planets and millions of drones. Indeed, the collective is attacked 12 times in five months.

The Borg's very survival seems to be at stake as Species 8472 invades in vast numbers through the area of the **Delta Quadrant**

optimistically termed the **Northwest Passage** by the crew of the **U.S.S. Voyager NCC-74656**, deep in the heart of Borg space. *Voyager* detects 133 **bio-ships** which have already infiltrated the Delta Quadrant, and more are arriving all the time.

Genocide

Species 8472 does not flinch when faced with the collective mind and abilities of the Borg hive, and has one primary mission: eradicating any potential harm to, and contamination of, their own genetic integrity. They consider the Delta Quadrant, and perhaps the entire Galaxy, to be 'impure'. They appear to act individually rather than through a collective



▲ **Displaying an horrific predatory instinct, Species 8472 create a twisted sculpture from the mutilated bodies of the Borg drones they have killed.**

mind, but remain unified behind the principle of genocide.

Their single-minded focus leaves no room for compromise or negotiation — something they share, ironically, with their mortal enemy. The Borg desire to assimilate this species at all costs.

Species 8472 surpasses the tactical knowledge and experience of the Borg collective through their

own unique telepathic communications. This ability extends to communicating with other species — unlike the Borg, who are limited to communicating only with those within the collective. Species 8472 can use their telepathic ability to strike deep into the minds of their unsuspecting enemies, using disturbing images and slogans such as "the weak will perish." Certainly, the

SPECIES 8472 FIREPOWER

Working in groups

Species 8472 use their smaller **bio-ships** to good advantage by harnessing a combined firepower greater than any one ship. They form a small circle of ships, rather like spokes on a wheel, and combine their plasma charges using the center ship as a focal point. This vast energy output can destroy planet-sized objects — a firepower which cannot be matched by the Borg.



▲ **In order to mount a large assault, a number of BIO-SHIPS fall into formation and channel their energy weapons through a central vessel. The Borg cannot withstand this combined firepower.**



▲ **The Borg are thrown into disarray when they encounter a species they are unable to assimilate, and which possesses an awesome firepower that out-classes their own.**

▲ **Species 8472 have the ability to combine their firepower to devastating effect. The energy they can muster is enough to destroy an object the size of a planet.**



GALAXY FACTS

- ▶ The *bio-ships* of Species 8472 can be likened to the organic vessels of the Breen, a race native to the Alpha Quadrant.
- ▶ As they target the Borg, individual members of Species 8472 have been known to fall prey to the hunter species, the Hirogen.
- ▶ Species 8472 possess the most densely-coded DNA ever seen by the U.S.S. *Voyager's* EMH – 100 times that of a human cell.



The Guide to the STAR TREK Galaxy

FILE 15 CARD 6

THE BORG & SPECIES 8472



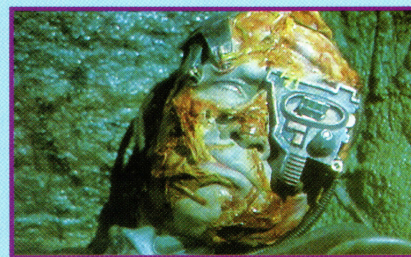
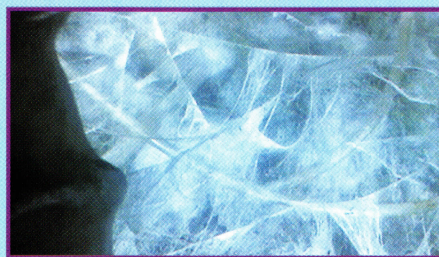
▶ A member of Species 8472 prowls a decimated BORG CUBE. The few remaining Borg drones attempt in vain to repair their ship.

fleeing armada of *Borg cubes* encountered by the U.S.S. *Voyager* near the Northwest Passage seems to be almost in a state of fear, too intent on escape to even bother about the Federation starship.

Species 8472 appear to relish their role as the exterminator of the weak. After penetrating *Matrix 0-1-0, grid 19*, they quickly dispatch eight Borg planets, destroying 312 vessels and killing more than four million drones, and then

take the time to create a bizarre 'sculpture of death' constructed from the mangled and crushed bodies of their victims. This eight-foot-high glorification of their victory marks

▶ Species 8472 seal damaged sections, and the entry port between other vessels and their BIO-SHIPS, with these gossamer-like filaments.



AN UNHOLY ALLIANCE

Nanoprobes are the answer

Only the Starfleet vessel U.S.S. *Voyager* can provide the medical knowledge – gained during the evaluation of wounds inflicted on Ensign Harry Kim by Species 8472 – needed to devise a weapon against the enemy. Their solution is to use millions of Borg nanoprobes, each programmed by the EMH to target the alien tissue and denaturate in seconds, taking that tissue with it. This process is also effective against Species 8472's *bio-ships*, which are made of the same organic material.

▶ The crew of the U.S.S. *VOYAGER* come up with a means for the Borg to defeat Species 8472: nanoprobes that can assimilate the alien DNA.



well their difference from the collective, which assimilates without any apparent sense of achievement or pride. Captain Amasov of the U.S.S. *Endeavour* once wrote in his personal log that the "Borg are as close to pure evil as any race we've encountered." In its own way, Species 8472 gives new meaning to the word evil.

▶ The DNA of Species 8472 actually penetrates and consumes their victims, much like the Borg assimilation nanoprobes.

The Borg realize that their only means of survival in the face of Species 8472's onslaught – a curse they have brought on themselves – is to negotiate with what they consider a lesser species: the crew of the U.S.S. *Voyager*. It is an unprecedented step – but one which both parties are forced to take to prevail in the face of their deadly new foe.

Strategy

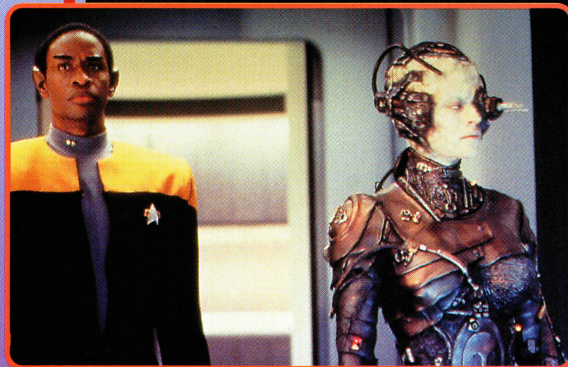
Species 8472 possesses an extraordinary immune system that easily rejects the microscopic **nanoprobes** used for assimilation. Since the Borg cannot assimilate Species 8472, they are unable to create a strategy against their enemy.

The Borg do know that their nemesis is devious and highly intelligent, eager to find the most efficient means of destruction. They have the ability to regenerate themselves if given time, and they actually infect their enemies with their alien cells; the victim is, in many respects, 'eaten alive', virtually making this Species 8472's own brand of assimilation. Their *bio-ships* are composed of the same organic material and can also regenerate, but, ironically, it is this ability which provides the tool to destroy them.

Solution

The key is nanoprobes, delivered by **photon torpedoes** which have been adapted into bio-molecular warheads. Using this method, *Voyager* is able to destroy four *bio-ships* in the Species 8472 realm of fluidic space, and another 13 when the ship returns to the Delta Quadrant – an effective display of firepower which forces the ruthless species to reassess their offensive.

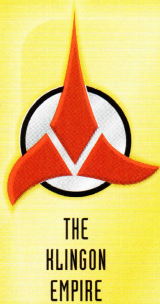
The enemy is in retreat, thanks to the coalition between the Borg and the U.S.S. *Voyager*. Despite an attempted last-minute betrayal by the collective, the lone Federation ship is soon on its way.



▶ As part of the pact with the Borg, drone Seven of Nine is assigned to work with the crew of the U.S.S. *VOYAGER*.

▶ The Ocampan Kes is able to receive telepathic messages from Species 8472, including the chilling mantra: "The weak will perish."





The Guide to the STAR TREK Galaxy

FILE 11

CARD 4C



KLINGON WEDDINGS

Klingon culture is rich in tradition, and their weddings are no exception. With its stringent protocol, a formal wedding ceremony can take months to plan, and must meet precise specifications.

A Klingon wedding encompasses all the rituals one would expect from a culture steeped in mythology and tradition.

The ceremony has numerous rules; for example, the ritual sacrifice of a **targ** occurs at the start of the wedding, as blood must be shed before the guests can feast. After the exchange of vows, the bride must present her **d'h tagh** to the head of the House into which she has married, as a formal request that he accept the bride.

Path of clarity

Before a traditional Klingon wedding ceremony, the bride and groom must undergo different rites. On the last four nights before the ceremony, the groom embarks upon a mental and spiritual journey called **Kal'Hyah** – the path of clarity. The groom is accompanied by his **Tawi'Yan** [sword bearer] – the Klingon version of a best man – and his closest male friends.

Dr. Julian Bashir and Chief of Operations Miles O'Brien mistakenly believe Kal'Hyah to be the Klingon equivalent of a ribald bachelor party. When preparing for **Commander Worf's** wedding to **Science Officer Jadzia Dax** on *Deep Space Nine*, they soon learn the ritual is more to do with pain than pleasure.

Donning ceremonial robes, the men enter an



▶ **Var'Hama candles** play a large role in the pre-marriage rituals; it is considered important to obtain the genuine articles from **targ tallow** rather than replicating them.

▶ **On the Klingon homeworld, the spiritual journey of Kal'Hyah begins in the bridegroom's ancestral caverns. Away from home, the scene can be recreated in a holosuite.**



▶ **In the cavern, the groom's closest male friends are handed Ma'Stakas, wooden clubs with a large stone head. They will be deployed at the end of the wedding ceremony.**



▶ **In order to join the House of Martok, Jadzia is put through a series of tests by Sirella, Martok's wife. These include lifting braziers.**



▶ **During the wedding ceremony, Worf and Dax symbolically fight each other with gleaming bat'leth swords, handed to them by the Tawi'Yan.**

ancestral cavern on the Klingon homeworld; or, in the case of Worf's ritual, a **holosuite** reproduction of the cave. The cavern has a large firepit and is lit by iron torches that highlight Klingon hieroglyphics on the walls. The groom sports a distinctive cloak as well as full Klingon ceremonial regalia.

The groom hands each man a **ma'Staka**, a long club made of carved wood with a large stone at the head. At the conclusion of the wedding ceremony, the men use these clubs to symbolically attack the bride and groom in a reenactment of the wedding of **Kahless** and **Lukara**, who were nearly killed by **Molor's** troops moments after they were married. Until the actual wedding ceremony, the men must keep their ma'Stakas with them at all times.

A table laden with Klingon food greets the men as they enter the intensely hot cave. This is not to be eaten, but is to tempt the men to break their fast – the first of six trials on the Kal'Hyah path. This **trial of deprivation**,

or fasting, lasts until the wedding. The other five trials are blood, pain, sacrifice, anguish, and death. As the men sit around the hot fire, they must concentrate on the flames until they feel hunger pangs. Then they merge the fire and hunger into one, until the fire burns within them. The entire point of the ritual is to push themselves to the limits of endurance. Klingon men may break into song at this point.

A trying time

The trial of blood involves sharpening a barbed sword with serrated edges, which is used to cut the men and make them bleed. A traditional saying accompanying this trial might go something like this: "Let rivers flow from our veins and stain the ground with our sacrifice."

Another ritual is to hang the men by their wrists using manacles and chains attached to the cave's ceiling, while burning coals are placed below them. It is unclear whether this is the pain or anguish trial; details of the remaining trials are also unknown.



GALAXY FACTS

 Kahless's courtship of Lukara is considered to be the greatest romance in Klingon history. He married her after they stood their ground against an attack by 500 warriors at the Great Hall in Qam-Chee.

 Mistresses of the Great Houses wield considerable power. They have the right of veto over any prospective brides, even if this goes against their husband's wishes.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 4C

KLINGON WEDDINGS



At the same time as the groom and his friends engage in the Kal'Hyah, the bride must win the approval of the mistress of the Great House into which she is marrying.

When the bride meets her future mother-in-law, she must have lit **var'Hama** candles, made from the shoulders of three targs from the Klingon homeworld. The creatures are ritually

sacrificed at dawn and then boiled into tallow. The bride spends two days molding the candles with her own hands to present to the mistress. She places the candles in a welcoming display that includes knives, chalices, and other Klingon paraphernalia.

Upon greeting the mistress, the bride says, "**Tuq son bosh mok A'Beh** [Mistress' name] **koh. E'Gagh vet moh.**"

This translates as "Enter my home and be welcome, mistress. May you find it worthy." The mistress replies, "**Eck'tah roh masa qee'Plok.**" ["May this be the first of many visits."] The bride is informed that her fitness to join the family will be judged according to tradition.

In Jadzia's case, **Mistress Sirella**, wife of **Martok**, makes clear her opposition to an outsider joining her House, and sternly monitors Dax's bridal preparations. Sirella first requires Dax to stand with her arms straight out, holding a heavy brazier with each hand. She must lower the braziers onto two short columns on either side of her while speaking a Klingon phrase. Next, the bride must recite the entire history of the women in Sirella's family.

Another ritual for the bride is called the **Bre'Nan**.

The ceremony

At her wedding, Jadzia wears a brilliant red dress, and Worf is clad in an elaborate robe. The wedding chapel is lit by torches and candles. The groom's male companions wait in the front row with their **ma'Stakas** as the

 **Mistress Sirella** makes clear her opposition to an outsider joining the Great House of Martok. She believes that bringing aliens into her family may undermine their Klingon identity.



ceremony opens with the beating of Klingon drums. The **Tavi'Yan** enters, carrying two **bat'leths**, which are handed to the couple.

The mistress of the House performs the ceremony. She recounts a parable about how the gods created the mighty Klingon heart, but it faltered because it was alone. A female heart was created, and the two beat so strongly together that they destroyed the gods themselves. During this recital, the groom swings his **bat'leth** at the bride, who parries the blow before putting her weapon to his neck. She removes it without causing harm.

The groom is then asked if his heart beats only for the bride, and if he will swear to stand with her against all who oppose them. The bride is asked the same questions. If both agree, they are pronounced married, and the bride and groom kiss. After the bride bows her head to the mistress and is welcomed to the House, the couple are ceremoniously attacked by the groom's friends.

 **Much like a traditional Earth wedding, the bride enters after the ceremony has begun, and makes her way through the assembled throng.**

QUARK TAKES A BRIDE

Marriage of convenience

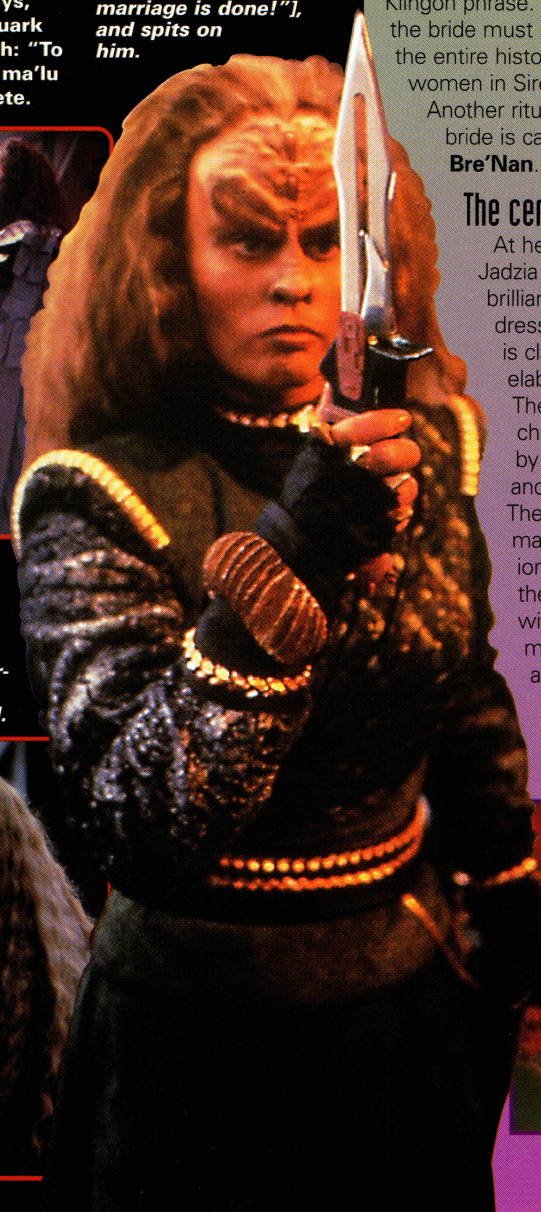
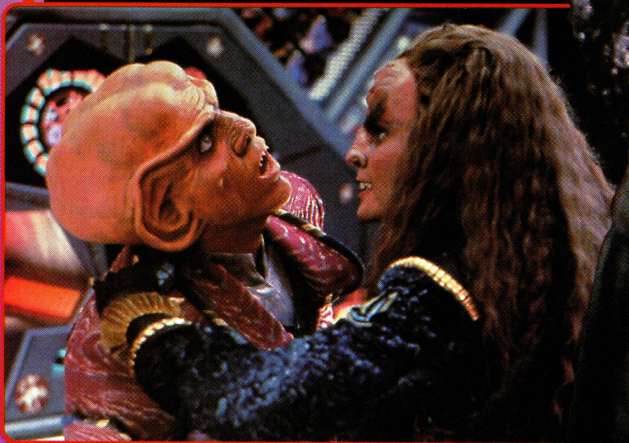
In contrast to lavish, formal Klingon weddings, when Grilka needs the help of the Ferengi Quark, she marries him in haste and divorces him even more quickly – a Klingon marriage of convenience. Grilka kidnaps Quark and forces him to marry her by threatening to kill him. She says, "**Go'Eveh lu cha webeh. Mo ka re'Chos.**" Quark repeats the same words, except his end with: "**To va re'Luk.**" Grilka's bodyguard says, "**Ghos ma'lu Kah!**" and the wedding ceremony is complete.

 **In order to end their marriage, Grilka simply slaps Quark with the back of her hand, announces "N'Gos tlhogh cha!" ["Our marriage is done!"], and spits on him.**



 **Despite the speed with which Quark and Grilka are married and then divorced, the couple are safe in the knowledge that their separation is legally binding.**

 **Like humans, Klingons do not like to marry 'beneath themselves'. Grilka dismisses Worf's overtures because his house is disgraced.**





SHIP:

U.S.S. ENTERPRISE NCC-1701-A

SYSTEM:

JEFFERIES TUBES

BRIEFING:

FUNCTION AND USES

Small, interlinking access corridors – more commonly known as **Jefferies tubes** – have always played a vital part in the smooth running of **Federation** vessels such as the **U.S.S. Enterprise NCC-1701-A**. Launched under the command of **Captain James T. Kirk** in 2286, the second *Enterprise* has slightly more interior space than its predecessor, increasing the size and network of the ship's access tunnels.

As with all starships, the **Constitution-class U.S.S. Enterprise NCC-1701-A** stores its major systems internally, so workers can avoid undue contact with the external dangers of space. To ensure *Enterprise* engineers can quickly get to the components of any system or subsystem that might need examining, access tunnels are carefully distributed throughout the vessel. A comparison might be made with the human body, where internal organs are sustained by a sophisticated network of blood vessels. On a starship, any messy, inconvenient, or untidy electrical cabling is tucked away from view in access tubes, guaranteeing a craft's outer shell and corridors have sleek, finished appearances. When entering one of these tunnels to carry out testing, maintenance, or repairs, engineers may talk about going into the "guts" of a ship.

Tunnel varieties

The tunnels themselves come in a variety of shapes and sizes. Some are tight, cramped, vertical spaces, which lack standing room. Only one engineer at a time can operate in comfort in these corridors, although their work may be supervised by another crew member standing at the bottom and peering up the center of the shaft. The engineer must crawl up laddered steps embedded in one side of the tube.

Other tunnels are slightly more spacious; often they are horizontal corridors, and can easily accommodate three or more workers. Engineers and their colleagues can stand fully upright, and walk along the spaces two or three abreast. In contrast to the smaller shafts, which often need to be illuminated by torchlight, these larger tunnels are clean and bright, with fluorescent lighting on the roof and sides, and sometimes on the floor.

Most of the tunnels contain pipes and conduits, schematics, power nodes, testing points, **isolinear optical chips**, or energy coils. Bold color schemes are used to distinguish different pipes within

the tunnel area. Generally, yellow pipes cross the larger tubes at regular intervals; red, yellow, and blue pipes run down the sides. Further classification comes with the use of serial numbers on various tube components. Flooring in the larger tunnels is generally a metal lattice grid, sometimes also found on parts of the ceiling.

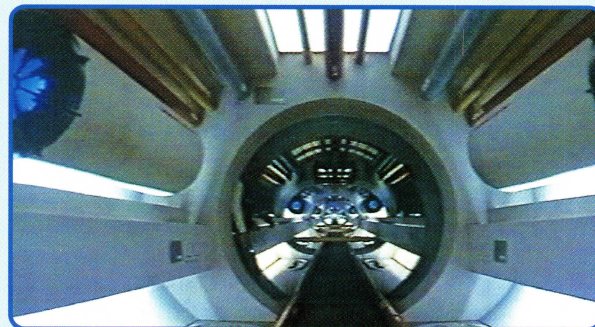
The amazing Mr. Scott

The *Enterprise's* chief engineer, **Montgomery 'Scotty' Scott**, quickly gets to grips with his new ship, building on an intimate knowledge of the original *Enterprise*. Mr. Scott frequently boasts "I know this ship like the back of my hand." During the year 2287, he gets a chance to show off his encyclopedic knowledge when **Spock's** half-brother **Sybok** takes control of the ship, and places **Captain James T. Kirk**, **Spock**, and **Dr. McCoy** in the brig. Scotty comes to their rescue by blowing away the cell's rear wall.

Scotty then leads the escapees down one of the ship's larger Jefferies tubes. Kirk plans to send a distress signal from the *Enterprise's* forward observation room; Mr. Scott instantly knows it can be reached via a long and dangerous climb up **turboshaft 3**, currently closed for repairs. To get there, the chief engineer directs his colleagues down the access tube to the hydro-tunnel, to be followed by a right turn, then a left at the blowscreen.

Just before rushing off, a visibly impressed Kirk once again tells Scotty he is "amazing." But even the amazing Mr. Scott can sometimes forget that engineering corridors are dangerous places; mere moments later, he knocks himself out by walking straight into an overhanging part of the access shaft.

Sybok's followers pursue Kirk and the others through the *Enterprise's* labyrinth of tunnels and shafts. Unlike Mr. Scott, their knowledge of the ship is rudimentary, allowing the captain enough time to send out his call for help.



▲ The access corridors of the **U.S.S. ENTERPRISE NCC-1701-A** are generally larger than those found on its predecessor, allowing officers to stand upright.



▲ The ship's general corridors are only slightly more spacious than the Jefferies tubes, but do not have the exposed tubes and wires.



▲ **ENTERPRISE** crew members, imprisoned in the brig by **Sybok**, make their escape through the network of access tunnels.



▲ Despite Mr. Scott's claims that he knows the ship like the back of his hand, he knocks himself out when he walks into one of the overhead pipes.

▲ The access corridors are a relatively quiet area of the ship; the unfortunate **Scotty** lies unconscious until he is discovered by his crewmates. Few crew members pass through these tunnels on their general duties.





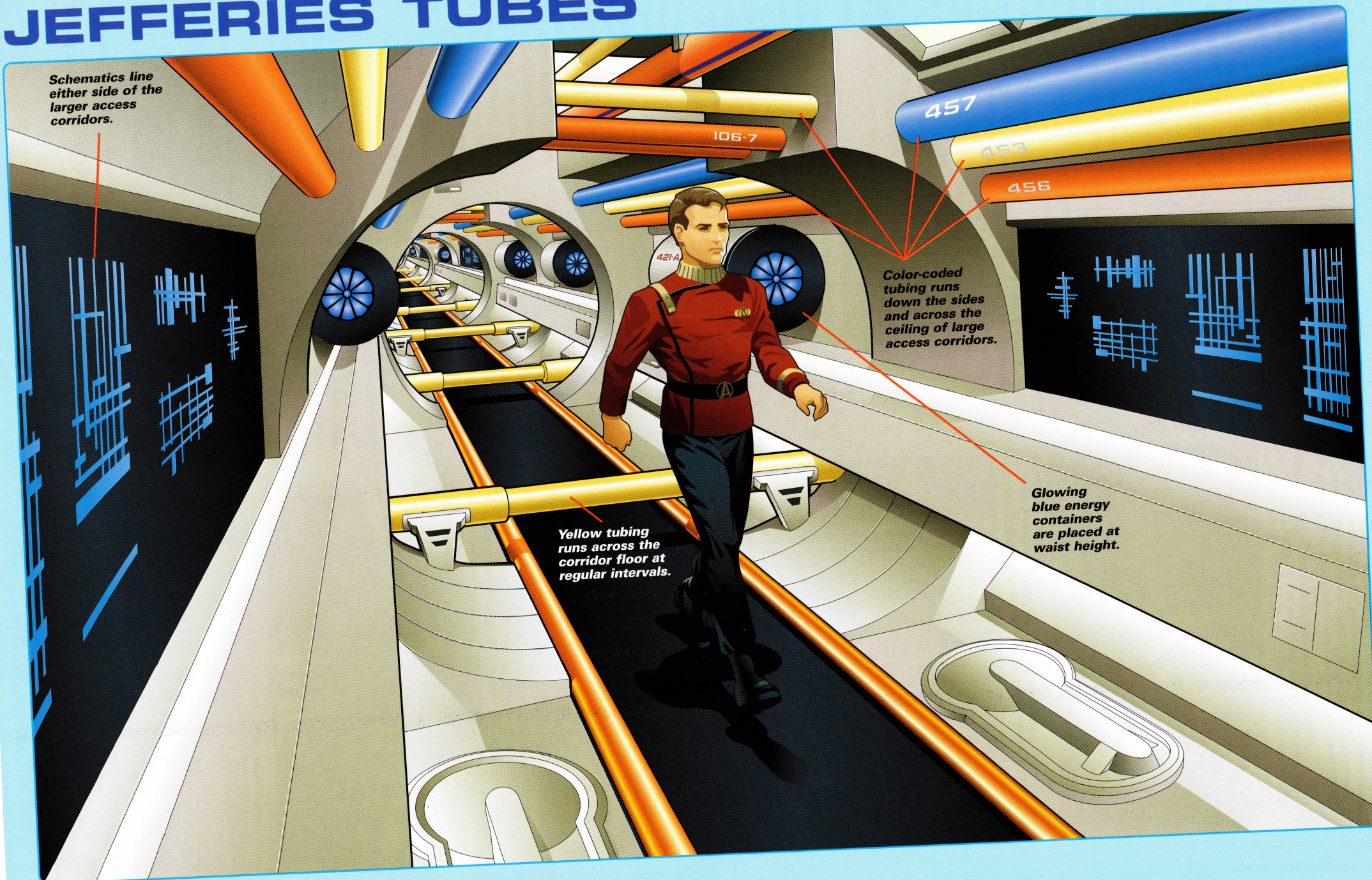
JEFFERIES TUBES

Schematics line either side of the larger access corridors.

Color-coded tubing runs down the sides and across the ceiling of large access corridors.

Yellow tubing runs across the corridor floor at regular intervals.

Glowing blue energy containers are placed at waist height.



Kirk and Spock

Captain and first officer, and the best of friends, James T. Kirk and the half-Vulcan Mr. Spock complement each other perfectly. They are philosophical opposites, but they share a mutual drive and respect.

In 2264, **James T. Kirk** starts a five-year mission as captain of the **U.S.S. Enterprise NCC-1701**, with the half-Vulcan **Mr. Spock** as his first officer.

This pairing sparks a friendship that transcends culture, time, distance, and even death itself.

Philosophically, the two officers are quite different – Kirk is ruled by passion and intuition, while Spock is devoted to facts and logic.

Their motivations, however, are much the same, and as a great mutual respect builds between them, so the foundation of their friendship is set.

Kirk and Spock both believe that exploring the universe on the *Enterprise* is the most challenging and fulfilling occupation anyone could have. Both have sacrificed family for career; Kirk has relatives, but often comments that “men like

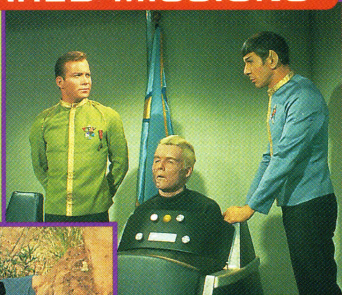


★ **Protector**
Spock shields Kirk from the salt-sucking M-113 creature long enough for Dr. McCoy to fire on the creature and kill it.

SHARED MISSIONS

★ Trust

Kirk unwaveringly stands by his friend when Spock is court-martialed for mutiny and violation of Starfleet General Order 7.



★ Fight

The dynamic duo introduce the bow and arrow to the natives of Capella IV, to aid in their defense against the Klingons.

★ Wounded

Much to Kirk's consternation, Spock suffers a gunshot wound while part of a landing party to Tyree's planet; the two friends always look out for each other.



PROFILE ON KIRK AND SPOCK

RELATIONSHIP: Throughout much of his Starfleet career, James T. Kirk is assisted by his loyal first officer, Mr. Spock.

POSTINGS: *U.S.S. Enterprise NCC-1701, U.S.S. Enterprise NCC-1701-A*

COMMON GROUND: Personal honor, devotion to duty, a taste for exploration.

SERIOUS DISAGREEMENTS: Spock's refusal to fire upon Sybok; Spock volunteering Kirk and the *Enterprise* to escort Klingon delegates in 2293.



▲ *Through long experience, Captain Kirk and Mr. Spock learn to watch each other's backs on landing parties. The two friends may not always agree or see the other's point of view, but there exists a mutual respect that ensures they will always listen to one another.*

us have no family,” while Spock has defied his father to join **Starfleet**, leading to a division which lasts for many years.

Importantly, each brings a distinct point of view to any situation. Kirk particularly likes Spock's innocence regarding human culture; the Vulcan cannot reconcile the illogical

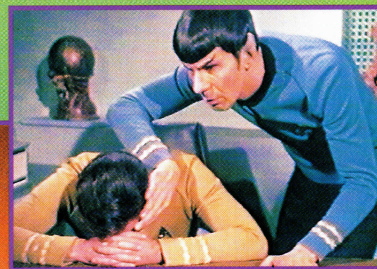
lyric, “life is but a dream,” and is mystified by the notion of expending energy while on vacation.

During their first five-year mission together, Spock is at the apex of his Vulcan inner struggle; he believes that friendship is a sentimental and inaccurate description of a logical working relationship. On

several occasions, however, Spock's logic is overwhelmed by emotion, and Kirk is able to see into his friend's mind. One such incident is triggered by the **Psi 2000 virus** in 2266, and uncorks a lifetime of Spock's bottled emotions. Among many revelations are his feelings of friendship toward Kirk.

★ Birds of a feather

Spock sides with Kirk in agreeing to destroy Beta III's Landru computer for the good of the natives, despite the Prime Directive.



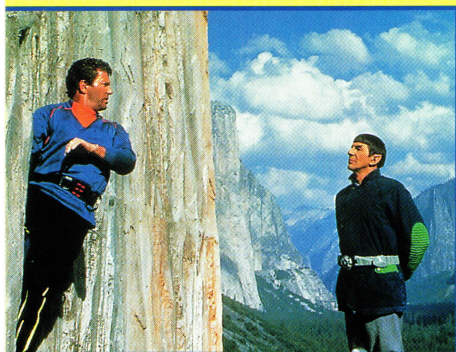
★ One mind

Spock mind-melds with his captain to help Kirk forget Rayna, the android with whom he has fallen in love.

Kirk and Spock



★ **Friends in adversity**
Even in the mirror universe, Kirk and Spock solve their differences – and Spock brings down an empire with his reforms.



★ **Life is but a dream?**
The finer points of human nature elude Spock – such as the lyrics of ‘Row, Row, Row Your Boat’.

A milestone in Kirk and Spock's relationship occurs the following year, when Spock enters **Pon farr** and tells Kirk – with overwhelming embarrassment – about Vulcan mating customs. To save Spock's life, Kirk risks court-martial by going to Vulcan, where Spock can resolve his condition.

Once there, Spock must face Kirk in ritual combat, and for a time believes he has killed the captain. His delighted reaction when this turns out not to be the case is, as always, played down by Kirk, who knows that to do otherwise would rob Spock of his dignity.

A friend in need

Whenever Kirk is in mortal danger, Spock's feelings are evident in his response, which always far exceeds the call of duty and logic. In 2267, Spock jumps between Kirk and a poison plant's deadly projectiles; in 2268, he disobeys Starfleet orders to find Kirk on **Gideon**. Later that year, Spock spends weeks locked in his quarters, blaming himself for allowing a meteor to cripple the *Enterprise* and threaten Kirk and **Miramanees** planet.

Sarek: “[Spock] entrusted you ... with his living spirit.”
Kirk: “Sir ... your son meant more to me than you can know. I’d have given my life if it would have saved his.”

— Sarek and Kirk

Kirk and Spock do suffer two serious disagreements. In 2287, Kirk is livid when Spock fails to fire upon **Sybok**, who is later revealed to be Spock's half-brother. Six years later, Spock ‘volunteers’ Kirk and the *Enterprise* to escort **Klingon** officials to peace negotiations. Kirk hates the Klingons for killing his son, and cannot believe that Spock has put him in this position. They argue, but later apologize to each other.

Spock and Kirk do not often work together in the years following their first five-year mission, but they team up in 2285 to deal with the **Project Genesis** crisis, and their relationship resumes without missing a

beat. The mission is a success, but Spock tragically dies in the process. During Spock's eulogy, Kirk says: “Of all the souls I encountered in my travels ... his was the most human.”

When the Vulcan eventually regenerates, thanks to Project Genesis and the return of his **katra**, the first person he recognizes is his friend. Spock's father, **Sarek**, comments that bringing Spock to Vulcan cost Kirk his ship and his own son, but Kirk simply replies, “If I hadn't tried, the cost would have been my soul.”

The friendship between Kirk and Spock endures because they trust and believe in each other implicitly. It is a rare bond.

FIRM FRIENDS

V'GER paves the way

Spock retires from Starfleet after his five-year mission with Kirk, but the **V'Ger** probe brings him back to the *U.S.S. Enterprise*, and Captain Kirk's side, in 2271. Mind-melding with **V'Ger** leaves Spock not merely accepting, but embracing, his human side. For the first time, Spock

affirms his friendship with Kirk, explaining, “**V'Ger** is as I was ... empty, incomplete, searching. Logic and knowledge are not enough.” Spock grasps Kirk's hand. “This simple feeling is beyond **V'Ger's** comprehension.” It is a testament to the strength of their friendship.

⬇ Dueling friends

Kirk and Spock battle it out as the Vulcan undergoes **Pon farr**; Spock is barely aware that he is fighting his best friend.



⬇ The way back

Kirk is still grieving the loss of Spock when he discovers that his friend's **katra** has been saved, paving the way for Spock's regeneration.

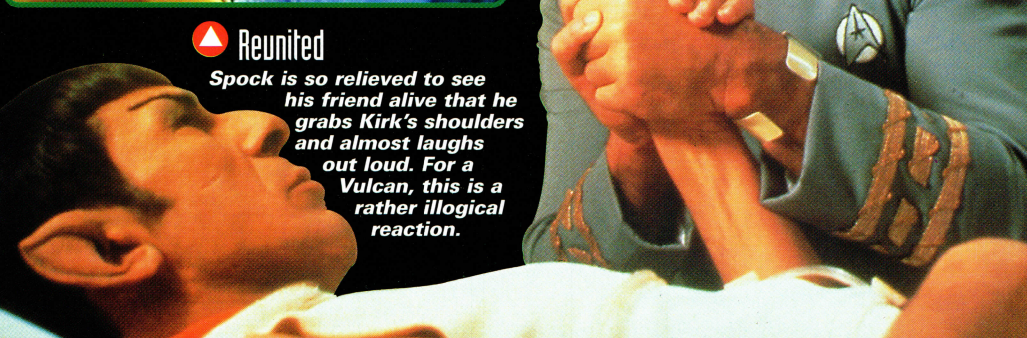


⬇ Revelations

Kirk grips Spock's hand after **V'GER** prompts new emotional insights in the Vulcan.

⬆ Reunited

Spock is so relieved to see his friend alive that he grabs Kirk's shoulders and almost laughs out loud. For a Vulcan, this is a rather illogical reaction.



Tom Paris and Women

Tom Paris is something of a ladies' man. Even though he has limited female company from which to choose while aboard the *U.S.S. Voyager* in the Delta Quadrant, the charming bridge officer manages to keep himself 'entertained.'

Tom Paris is no stranger to women. He claims to have lost his virginity at 17 to Angela, a beautiful 32-year-old, while his parents were away for the weekend.

The dashing Mr. Paris moved into a bigger league when he attended **Starfleet Academy**. For his second semester, he chose a **Starfleet** base outside of Marseilles for his physical training, because he has always had a 'thing' about the French. Paris frequented a bar owned by the sophisticated **Sandrine** – in fact, he had such a fondness for its pool tables, drinks, and (undoubtedly) women, that he recreates it on the *U.S.S. Voyager's* holodeck.

Included in this **holo-program** is a beautiful,

attentive woman named **Ricky**; Tom admits that he includes her in all of his holofantasies, but does not say whether she is based on a real woman.

Charmer

By the time Paris begins his post on *Voyager*, his act with the ladies is polished and his manner smooth. He sets his sights on the **Delaney sisters**, **Megan** and **Jenny**, from **Stellar Cartography**, and, perhaps figuring that he has a better chance with Megan if he finds a date for her sister, Paris sets up his friend, **Ensign Harry Kim**, with Jenny. The four share a holodeck program that recreates Venice.

The lieutenant's romantic notions can occasionally get him into trouble. On the **Banean** homeworld, he

PROFILE OF TOM PARIS

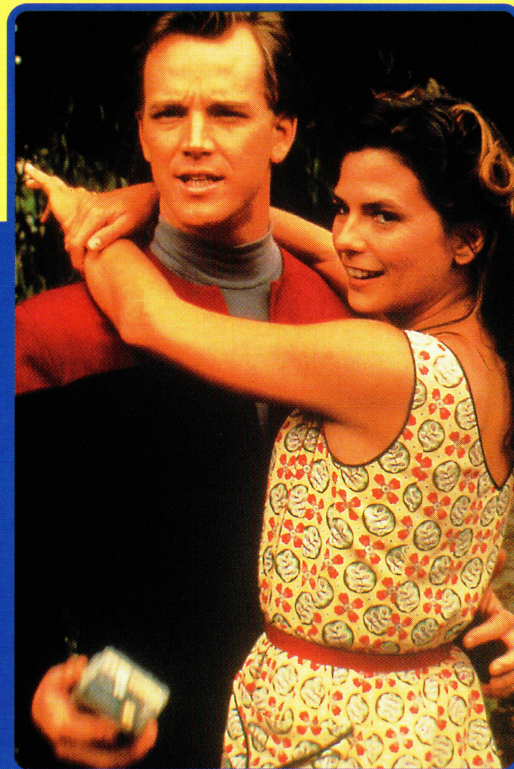
NAME: Tom Paris

DISPOSITION: Ladies' man.

AMOURS: Holographic Ricky, Megan Delaney from Stellar Cartography, the Banean Lidell, Kes, B'Elanna Torres — and, when transformed into an iguana-like creature, Captain Janeway.

REMARKS: Tom is a typical charmer, eager to occupy the attention of attractive women, and well-versed in smooth banter. He enjoys varying degrees of success.

FIRST SEEN: 'Caretaker' [VOY]



▲ Right from his very first adventure aboard the *U.S.S. VOYAGER*, Tom Paris has his hands full with female attention – human, Klingon, indigenous Delta Quadrant, and, as seen here, even illusory women created by the Caretaker of the Ocampana homeworld.

BACK AT CHEZ SANDRINE

★ Real class

Sandrine and her drinking establishment are based on a Marseilles bar and its classy owner; Tom Paris often met women there during his *Starfleet Academy* days.



★ There'll always be Ricky

Tom recreates **Chez Sandrine** on the holodeck. Ever-present is **Ricky**, a lovely brunette, but Tom does not say if she is based on a real woman.



★ Dangerous liaisons

Tom is an unwitting participant in the schemes of the duplicitous **Lidell** on the Banean homeworld.

flirts with **Lidell**, wife of the Banean Minister of Science, and even allows himself to be seduced, to an extent, because **Lidell** claims her marriage is effectively over. The relationship that apparently results, and its deadly aftermath, are revealed as a

cunning ploy by foes of the Baneans. But, as Tom explains to Harry, although he knew **Lidell** was 'wrong' from the first moment he saw her, he also knew there was nothing he could do about it.

Paris is concerned at the lack of possible dates when *Voyager* is lost in the Delta Quadrant, but appears to do quite well for himself. In fact, on one occasion, he even mates with **Captain Janeway**. Granted, Paris first crosses the **transwarp** threshold and evolves into a creature that may be the descendant of humanity, but, even in this state, his kidnapping of the captain and spawning of a litter of iguana-like creatures isn't exactly his ideal relationship. Luckily, Tom, Captain Janeway, and their professional relationship eventually recover.

There is, however, one professional relationship which is hard for Tom to maintain. From the time the young **Ocampana** female, **Kes**, boards *Voyager*, Paris

Tom Paris and Women

is attracted to her. She is lovely, kindhearted, and sincere, but involved with the **Talaxian Neelix**. Paris at first tries to resist his crush on Kes, but even *Voyager's* **Emergency Medical Hologram** notices the attraction, pointing out that Mr. Paris's breathing increases and his eyes dilate when Kes is near.

Paris and Neelix – who has a tendency to be jealous – come to blows over the Talaxian's assump-

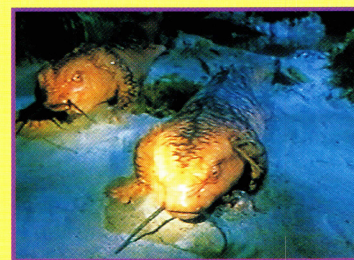
tions, but, when the two men are trapped on a planet and forge a friendship through their efforts to survive, Paris tells Neelix that he would never pursue Kes because she is already involved. His honesty mends his relationship with the Talaxian, and this is most

likely the point where his feelings for Kes subside.

In a reality revealed when Kes begins to travel backward through time, Paris's interest in the girl becomes more significant. According to this reality, Paris is distraught at the death of **Chief Engineer**

B'Elanna Torres, and finds comfort in his friendship with Kes. They eventually marry and have a daughter, **Linnis**, who in turn marries Harry Kim and gives them a grandson, **Andrew**. Tom tells Kes that he thought the day he married her was the happiest of his life, but every day with her just got better. There is no indication that Kes reveals this alternate relationship with Tom Paris when she returns to her own timeline; he states that he likes a little mystery in his life.

Paris has a tendency to fall for inaccessible women, and, being from the 20th century, **Rain Robinson** is more inaccessible than most. When *Voyager* is propelled back in time to Earth by a massive temporal explosion, Paris meets Robinson, an astronomer who works in a SETI



★ **The captain and the kids**
A transwarp experiment evolves Paris and Janeway into reptiles; they mate and produce offspring.

lab at the Griffith Observatory, outside Los Angeles. Robinson has a passion for B-movies just as Paris does; she's young, attractive, intelligent, and witty – just the combination to please the young lieutenant. The two are mutually attracted to one another, but Tom declines her advances, knowing he must return to the future.

Torres love affair

Paris's attraction to his crew mate, B'Elanna Torres, increases when she asks him to mate with her while under the influence of a **Vulcan** telepathic mating bond. He even tries to befriend her by helping to create a holodeck program to celebrate her **Klingon Day of Honor**.

Soon after, the pair find themselves trapped in space with a limited supply of oxygen. When the end appears to have come, Torres confesses that she loves Tom, who cannot believe that she has waited so long to tell him. Fortunately for the couple, they are rescued just in time. It is just the beginning of a turbulent relationship for Lt. Tom Paris, perhaps the first time he has embarked on a long-term commitment.

LOVE BITES

B'Elanna for Tom

Tom Paris and B'Elanna Torres first entertain the idea of a relationship when Torres's passion is aroused by a **Vulcan** who selects her for his mate. Trapped in some underground caves with Paris, Torres attempts to bully him into mating. Although he admits he wants to, he resists because of Torres's state, and later, when her passions are cooled, she is appreciative of his restraint.

Love match

Lieutenants Tom Paris and B'Elanna Torres are an unlikely, but happy couple.



Alternate love

Kes experiences an alternate reality where she and Tom marry and have a daughter.



Doting husband

Tom celebrates a family birthday with his wife and daughter in the alternate reality.

Pucker up

After a turbulent courtship, B'Elanna and Tom finally get it together.



"Why is it we have to get beamed into space in environmental suits ... before I can initiate first contact procedures?"

— Tom Paris to B'Elanna Torres



★ It never rains

Rain Robinson and Tom Paris share a mutual attraction, but he is careful not to damage the timelines.

Morn

Deep Space Nine's resident barfly is a talkative fellow who surrounds himself with beautiful women, but he has a large skeleton in his closet.

Morn has long been been **Quark's** most regular customer. He is rarely out of the bar, and has become something of a mascot. In fact, Quark's other customers are so accustomed to his presence that they feel uncomfortable when he is not around.

As a result, Quark has come to depend on Morn – when he is away on business, the bar's trade drops off by more than four percent. Fortunately for the **Ferengi**, Morn spends so much time in the bar that, on one occa-

★ **Regular patron**
Morn is Quark's best customer, and even pays his bar tab every month.

sion, he is nearly locked in after closing, and, on another, he has to be moved along for sleeping on the **Promenade**. In an alternate reality in which **Captain Sisko** is killed aboard the **U.S.S. Defiant**, Morn actually ends up running the bar.

Morn's day

Morn is a **Lurian** from the **Ionite Nebula**, and has a large family which includes 17 brothers and sisters. When he first arrived on the station he had a full head of hair, but he has lost all but a few strands by the time **Starfleet** arrives in 2369.

Like all Lurians, Morn has more than one heart, and two stomachs. He has an enormous appetite, and often starts the morning

PROFILE ON MORN

NAME: Morn

LIFE FORM: Lurian male

FAMILY: 17 brothers and sisters

BEST FRIEND: Quark

LIKES: Yridian ale, jumja sticks, raw slug livers, gambling, talking, the company of beautiful women.

DISLIKES: Being tracked down by villainous ex-cohorts; the prospect of a Dominion invasion.

FIRST SEEN: 'Emissary' [DS9]



▲ *A Lurian from the Ionite Nebula, Morn has frequented Quark's bar for many years. In many ways, he has become the establishment's mascot – so much so that business drops off when he is absent.*

PROPPING UP THE BAR



★ **Garrulous**
Morn is a great socialite and raconteur who entertains and brightens the lives of those around him.

with a raw slug liver breakfast. He occasionally buys a **jumja stick**, and also likes soup and **Yridian ale**. Due to his Lurian biology, **raktajino** intoxicates him.

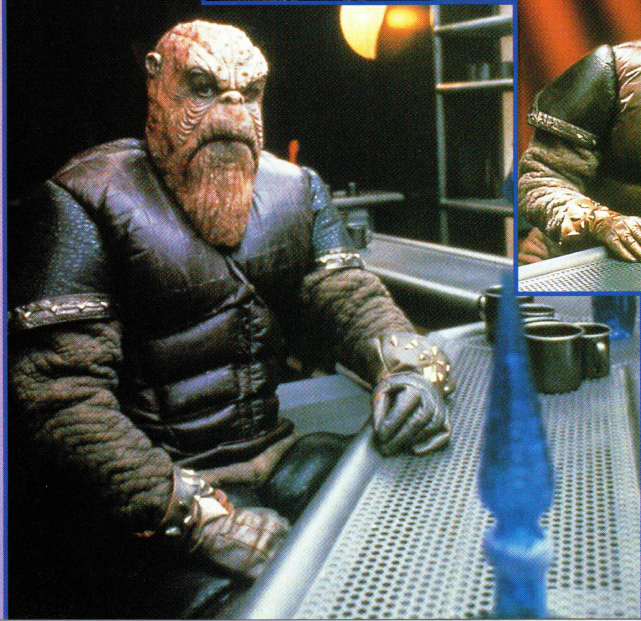
Morn wears **Vaterian** wool underclothes, which he purchases from the **Cardassian** tailor, **Garak**. He is very concerned that his clothes should be comfortable, and has discussed the arrangement of the padding in his pants with the tailor to ensure that sitting on a barstool is as comfortable as possible.

Morn is probably best described as fun-loving, and is fond of **dabo** (and **dabo girls**), as well as less legitimate pursuits such as **vole** fights. He is very popular with the station's personnel, although most of them find him rather talkative. It is often difficult

to persuade Morn to stop talking, though this is not to say that his conversation is necessarily boring – he is often the center of attention, and has been known to tell side-splittingly funny jokes.

Quark life

Perhaps because they spend so much time together, Morn has formed a close relationship with Quark. The two often exchange jokes, and Quark automatically turns to Morn when he needs advice about what his customers might like. When rival **Promenade** barkeep, **Martus Mazur**, lures Quark's clientele away, Morn stays true to his friend and continues to buy his drinks from the Ferengi. He even clears his substantial tab each month.



★ **Asleep at work**
Morn seems to spend all his time at Quark's, so it is hardly surprising that he occasionally nods off at the bar.



Morn

★ Friend to many

Morn's cheerful nature and humorous tales make him popular with the station crew.

Despite his size and slow movement, Morn is a skilled fighter who spars with **Commander Worf** every week. He is not, however, skilled at darts, and has difficulty even hitting the board.

Morn has his own ship, but he also keeps quarters – filled with a mud bath – on **Deep Space Nine**. On occasion, Morn allows the stress of living on the front line of the **Dominion war** to get to him. When Quark tells him that the Dominion may destroy the station and the bar, Morn attacks his Ferengi friend with a barstool, before ripping off his clothes and running down the Promenade screaming, “We’re all going to die!” He is apprehended by **Major Kira Nerys** and arrested.

Morn owns a trading company which deals in a number of goods, including



★ Waiting for opening time

Morn has his own quarters, but he has been known to fall asleep on the Promenade.

broke into the central bank and stole 1000 bricks of **gold-pressed latinum**.

Morn betrayed his associates and escaped with the latinum before it could be divided. They realized that he would hide the stash for the next nine years – until the statute of limitations had expired, and none of them could be tried for their involvement in the crime – and thus bided their time.

Years in hiding

Morn meanwhile relocated to the **Cardassian**-run **Terok Nor** (later **Deep Space Nine**), and took up residence in Quark's bar. Secretly, he removed the latinum from the gold bricks and stored it

in his second stomach, regurgitating small amounts as he needed it. He deposited the now-worthless bricks in the **Bank of Bolias**, under account number **CJ57436**.

When the statute of limitations is about to expire, Morn fakes his own death, leaving all his possessions to his friend, Quark. He then watches from the sidelines as his former associates arrive on the station to locate the bricks. As he expects, they turn on one another as soon as they believe they have the latinum, and are all arrested, whereupon Morn makes a miraculous return from the dead.

But Morn is not heartless; he realizes that he has put Quark through a hard time, and recompenses him with a substantial amount of latinum. He's a big guy with a big heart, and it is no wonder that everyone loves him.

“[Morn was] someone we could count on for a cheerful smile and an entertaining story.”

— Quark, delivering Morn's eulogy

LUCKY IN LOVE

A Trilling time

Morn is very definitely a ladies' man, and is often seen with beautiful women. He can be very romantic and thoughtful; for instance, he has been seen presenting one of his dates with a bunch of flowers. He has considerably more success with Lt. Commander **Jadzia Dax** – before her marriage to Commander **Worf**, naturally – than either Quark or Dr. **Bashir**. Morn actually goes on a date with Dax, who later admits to having had a crush on him, but he was not interested in pursuing a relationship.

◀ Dabo crazy

Morn's fondness for the game dabo and his liking for beautiful women make dabo girl Leeta a particular favorite.

◀ Dating Dax

Jadzia Dax admits to a crush on Morn, but the Lurian isn't interested in pursuing a relationship.

▶ Mascot

Morn is well-known to all those who drink regularly at Quark's bar.



Standard Issue Equipment: 2373

By the time **Starfleet** introduces a new uniform in 2373, the continuing threats from the **Delta Quadrant Borg** and the **Gamma Quadrant Dominion** inspire darker, more practical outfits. Officers can be issued with increased personal firepower in the form of new **phaser rifles**.

The new **Starfleet** uniforms, introduced in 2373 and first seen on the crew of **Starfleet's** new flagship, the **Sovereign-class U.S.S. Enterprise NCC-1701-E**, are darker than previous versions and appear to be made of more hard-wearing material. This may be a response to anticipated violent encounters with the **Borg** and the **Dominion**, both of whom continue to pose major threats throughout the 2370's.

Some standard equipment, such as the communicator badge and personal handheld **phasers**, need no modifications, but other equipment, such as heavy-duty **phaser rifles**, are reconfigured or redesigned to address specific problems posed by the **Federation's** enemies during this period. As has always been the case, the equipment issued to **Starfleet** officers on away missions, as well as for their day-to-day duties on board ship, are the best available, ensuring personal safety and helping missions to be completed successfully.

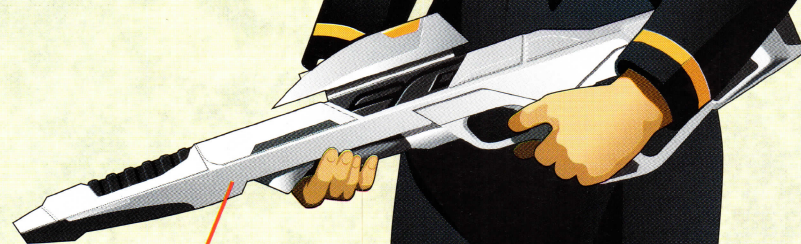
2 Away days Unlike the previous all-in-one shirt, the current uniform jacket can be opened to reveal a sleeveless vest underneath.



▲ The colored undershirt denoting duty department and specializations is covered by a black and gray bodysuit. Colored bands around the wrist match the undershirt.

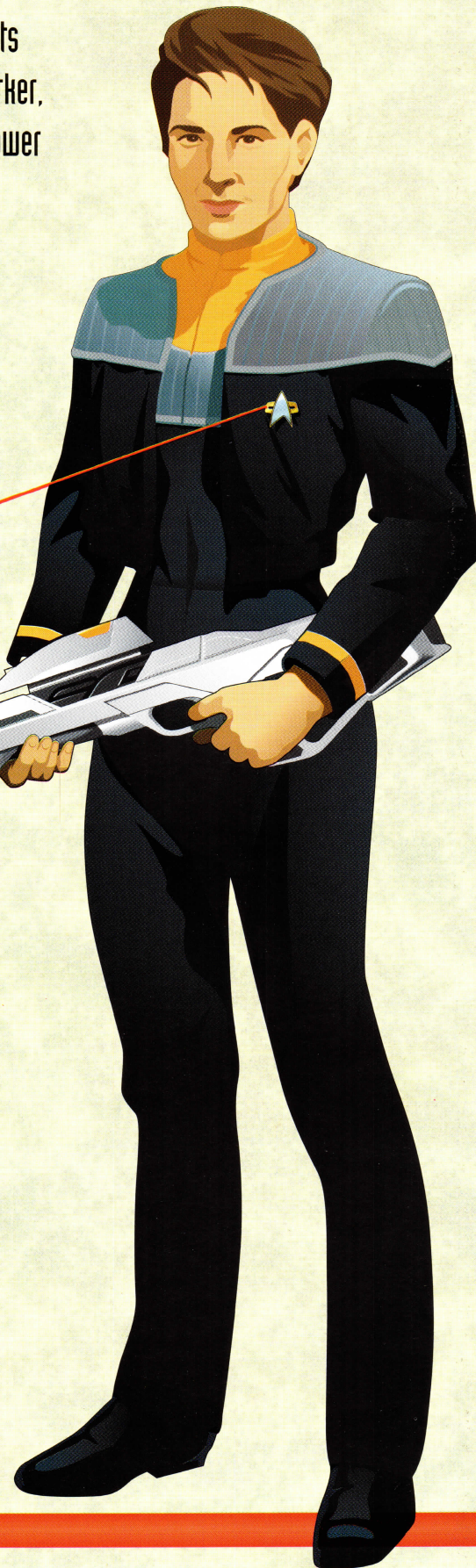
1 Communications Continuing the theme from previous 24th-century kits, a personal, audio-only communicator is built into the **Starfleet** insignia badge worn on the left breast.

The background of the communicator badge retains the hollow, rectangular design that has been in use since 2371.



The frequency of the directed energy beams fired by the new phaser rifles alters automatically, so that **Borg** cannot easily block them with their personal shields.

3 Firepower As well as the personal phasers issued to officers, most ships now carry an advanced design of phaser rifle that can be issued to the crew in extreme circumstances.



Standard Issue Equipment: 2373



▲ Tricorders are an invaluable accessory for away team members. One variation is the medical tricorder, a handheld diagnostic instrument also used in sickbays.



▲ Handheld phasers retain the curved handle that has been in use for some years. The phaser is fired by depressing a button on the top.

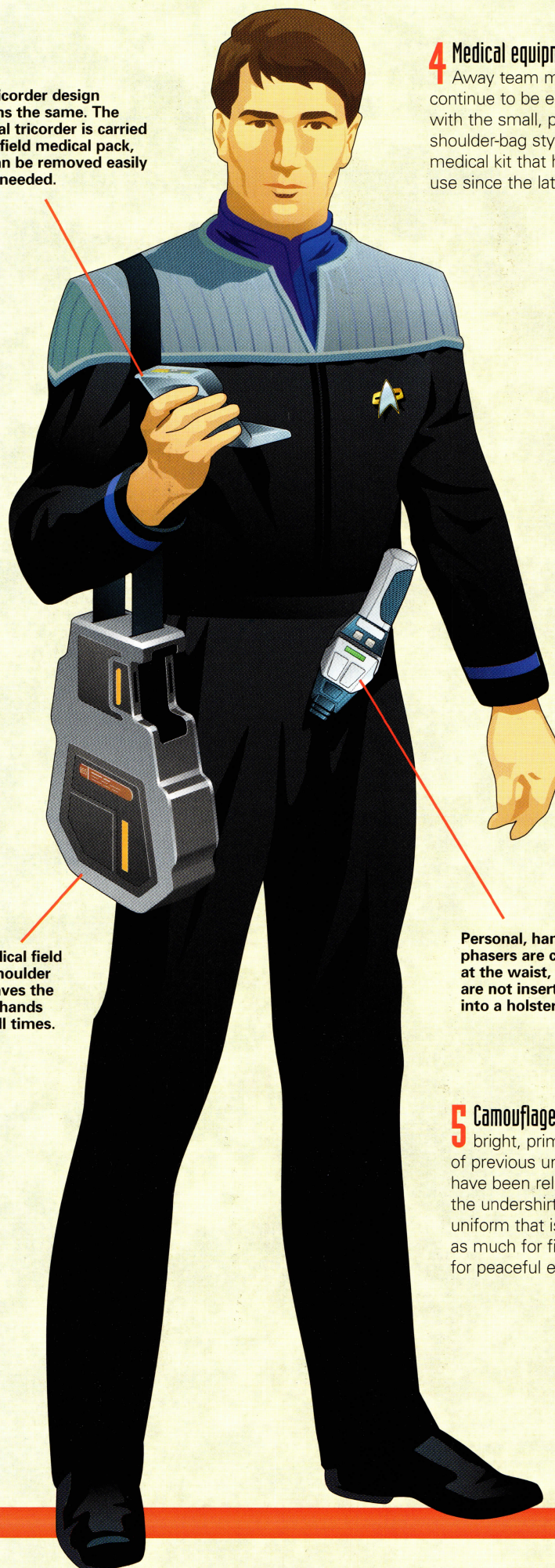


▲ The phaser rifles are not items of personal equipment, but are held in an armory and issued to officers as the situation dictates.

The tricorder design remains the same. The medical tricorder is carried in the field medical pack, and can be removed easily when needed.

4 Medical equipment

Away team medical staff continue to be equipped with the small, portable shoulder-bag style of field medical kit that has been in use since the late 2360's.



The medical field pack's shoulder strap leaves the officer's hands free at all times.

Personal, handheld phasers are carried at the waist, but are not inserted into a holster.

5 Camouflage

The bright, primary colors of previous uniforms have been relegated to the undershirt, creating a uniform that is designed as much for fighting as for peaceful exploration.



'The Vengeance Factor'

For almost a century, the Gatherers have moved from star system to star system as galactic pirates, stealing and plundering; the last attempt at amnesty was made 18 years ago. After a series of raids, Captain Picard reinitiates the peace negotiations.

CAPTAIN'S LOG STARDATE 43421.9

"In an effort to put an end to the Gatherer raids, we have come to the Acamar system to enlist the aid of Marouk, the sovereign of Acamar III."

A U.S.S. Enterprise NCC-1701-D away team investigating a series of brutal raids on scientific outposts uncover blood samples from a group of **Acamarian** marauders known as the **Gatherers**. The Enterprise heads for the **Acamar system**.

Upon arrival, **Captain Picard** meets with **Marouk**, Acamar's sovereign; she explains that the Gatherers broke away from her society as they could not accept that the clan feuds had ended. Picard persuades Marouk to initiate new peace talks with the estranged Gatherers.

Marouk and her servants take quarters on the Enterprise to travel to a suspected Gatherer encampment in the **Hromi Cluster**. **Commander Riker** soon begins a romance with **Yuta**, Marouk's food taster.

The Enterprise enters standard orbit of **Gamma Hromi II**, and Marouk successfully petitions Gatherer negotiator, **Brull**, for a meeting with his leader, **Chorgan**.

Retribution

Unknown to Marouk, Yuta is the last survivor of the **clan Tralesta**, all but wiped out by the **clan Lornak** many years ago. To exact her revenge, Yuta infects **Volnoth**, a Lornak Gatherer, with a microvirus designed to attack only the cells of the Lornak.

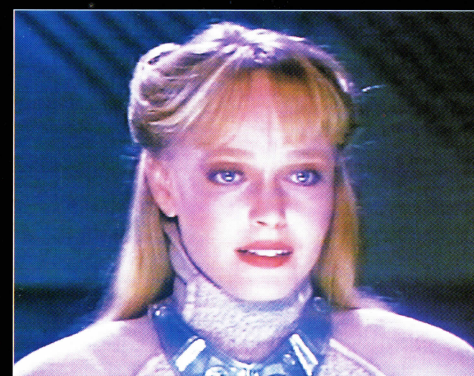
Marouk and Chorgan negotiate the rights of Chorgan's people to full autonomy in Acamarian society. Meanwhile, the Enterprise crew's investigation into Volnoth's demise reveals Yuta's role in the deaths of other Lornak clan members. As Chorgan is a Lornak, his life is in danger.

Riker beams into the Hromi talks just in time to stop Chorgan from taking a sip of poisoned Acamarian brandy, served by Yuta. Riker puts aside his feelings for Yuta, and orders her to move away from Chorgan. She confesses to using Marouk in order to gain access to the Gatherer leader; Chorgan's death will complete the vengeance of the clan Tralesta. Yuta advances toward Chorgan and Riker is forced to vaporize her. Inspired by Riker's valor, Chorgan immediately establishes a Gatherer truce.

ON SCREEN...



1 Captain Picard persuades the Acamarian Sovereign, Marouk, to reopen the peace negotiations with her people's estranged clan, the Gatherers.



2 Marouk takes up quarters on the U.S.S. ENTERPRISE for the peace negotiations. Commander Riker falls in love with the beautiful Yuta, Marouk's food taster.



3 After some initial resistance, Marouk eventually petitions the chief Gatherer, Chorgan, to discuss peace negotiations. Chorgan wants equality for his people.



4 At the start of the meeting, Marouk attempts to break the ice by offering Chorgan some Acamarian brandy. She does not realize it has been poisoned by Yuta.



5 The investigation on board the U.S.S. ENTERPRISE reveals that Yuta is a member of the Tralesta - ancient enemies of Chorgan's Lornak clan.



6 Regrettably, Riker is forced to kill Yuta to save the life of the Chief Gatherer. Yuta is obsessed with vengeance and is responsible for Volnoth's murder.

STARSHIP FACTS

Yuta, the last surviving member of the Tralesta, has her cell structure altered to prolong her life and facilitate her quest for vengeance.





'The Defector'

The *U.S.S. Enterprise NCC-1701-D* rescues a Romulan defector who claims that he has vital military information for the Federation. Captain Picard has to decide if he can trust the defector's report that the Romulan Empire is preparing for war.

CAPTAINS LOG STARDATE 43462.5

"We have beamed aboard an apparent Romulan defector, who claims to be a low ranking logistics officer with extraordinary information about a secret offensive."

The *U.S.S. Enterprise NCC-1701-D* detects a **Romulan Scout Ship** heading through the **Neutral Zone**, pursued by a **Romulan Warbird**. The *Scout Ship's* pilot hails the *Enterprise* to request asylum; he is beamed aboard while the *Warbird* withdraws back into Romulan territory.

The Romulan defector claims his name is **Sublieutenant Setal**. He reports that the **Romulan Empire** has established a secret base on **Nelvana III** to gain control of the Neutral Zone; in 48 hours, a fleet of *Warbirds* will strike at nearby **Federation** sectors. Setal urges **Captain Picard** to destroy the base while there is still time.

Picard receives a Priority 1 message from **Admiral Haden**, who suggests the *Enterprise* move along the Neutral Zone to a point adjacent to Nelvana III.

Double deception

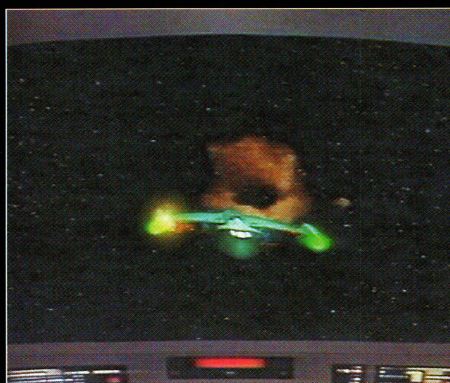
Commander Riker and **Counselor Troi** interrogate Setal, but he refuses to disclose military secrets. Picard tells Setal he needs hard evidence before he can act. The defector finally reveals the whole story: he is the important military official, **Admiral Jarok**. Jarok explains that he opposed the **Romulan High Command's** plans for war with the Federation, believing it would destroy the Empire. When they refused to listen, Jarok stole their tactical plans and defected.

Unfortunately, scans of Nelvana III reveal no military base. Jarok realizes he was fed worthless secrets after his opposition to war was made public, and allowed to escape.

Two *Romulan Warbirds* decloak close by – one, led by **Commander Tomalak**, prepares to fire. The *Enterprise* is suddenly joined by two decloaking Klingon warships, whom Picard had secretly ordered **Lt. Worf** to contact. Tomalak knows he cannot win, and reluctantly withdraws.

Jarok, left a broken man and facing a future of exile, swallows a suicide pill. He leaves a letter for his family, explaining his actions. Picard hopes that one day Jarok's dream of peace may come; on that day, his letter can be delivered.

ON SCREEN...



1 The *U.S.S. ENTERPRISE's* sensors detect a **ROMULAN SCOUT SHIP** in the Neutral Zone, pursued by a **ROMULAN WARBIRD**. The ship's pilot contacts the *ENTERPRISE* to request asylum.



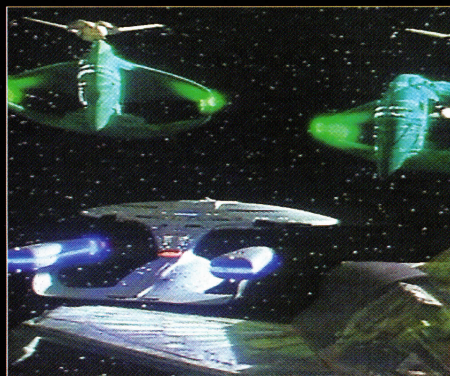
2 The **ROMULAN WARBIRD** cloaks and withdraws back to Romulan space when the *ENTERPRISE* beams the defector aboard. He claims he is Setal, a low-ranking sublieutenant.



3 After receiving **Admiral Haden's** Priority 1 message, **Captain Picard** calls **Lt. Worf** into his ready room and gives the **Klingon officer** secret orders.



4 After interrogation, the defector finally admits that he has not been telling **Picard** the whole truth. His real identity is **Admiral Alidar Jarok**.



5 There is no base on **Nelvana III**. As **Picard** suspected, it is a trap, but when the **KLINGON** warships decloak, the **Romulans** retreat, recognizing a stalemate.



6 **Jarok** has lost everything and commits suicide. He leaves only a letter as his legacy to his wife and daughter. **Picard** hopes that one day they will receive it.

STARSHIP FACTS

Admiral Alidar Jarok initially gives **Captain Picard** a false identity, as he was responsible for the violent massacre at the **Norkan** outposts.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Sword of Kahless'

Commander Worf and Jadzia Dax join the Klingon warrior Kor on his quest to retrieve the legendary **Sword of Kahless**. This powerful **bat'leth** was forged by the first and greatest of the Klingon warrior kings, **Kahless the Unforgettable**.

'THE SWORD OF KAHLESS'

"Everything I have done pales in comparison to what I am about to achieve. I am on a quest ... for the most revered icon in Klingon history ... more coveted than the Emperor's crown."

— Kor to Dax and Worf

Jadzia Dax introduces **Commander Worf** to her blood brother, **Kor**. The **Klingon** warrior claims to know the location of the **Sword of Kahless**, which was stolen by the **Hur'q** invaders of the Klingon homeworld 1000 years ago. Kor was given a cloth, discovered in the **Gamma Quadrant**, with the impression of a **bat'leth** pressed onto it. He hands the cloth to Dax to examine.

Later, in his quarters, Kor is attacked by a **Lethan**, who telepathically steals the secret from his mind. When Dax wakes him the next morning, Kor has no recollection of the attack. Dax reports that the imprint on the cloth is 1400 years old; this dates it back to the time of Kahless.

A mythic quest

In the **Runabout Rio Grande**, Kor, Worf, and Dax reach the remnants of the **Hur'q** homeworld in the **Gamma Quadrant**. They beam down and temporarily disable a forcefield surrounding the **Hur'q central museum** chamber; Kahless's legendary sword is found behind a holographic projection. As the trio prepare to leave, they are ambushed by a group of Klingons led by **Toral** of the **House of Duras**.

Worf, Dax, and Kor manage to overcome Toral and his forces by trapping them behind the reactivated forcefield. Dax tries to beam back to the **Rio Grande**, but Toral has jammed the signal to the **Runabout**.

Making their way to the surface, Kor and Worf fight over the sword. Each man is convinced it is his destiny to rule with the weapon. Dax is disgusted by their behavior, and takes charge of the **bat'leth** herself.

Toral's group breaks free and again attempts to steal the sword, but Dax grabs one of the Klingons and forces him to override the jamming signal.

Back on the **Rio Grande**, Kor and Worf decide to abandon the sword to space; power struggles to control it may create a civil war that would tear the **Klingon Empire** apart, instead of uniting it.

ON SCREEN...



1 Jadzia Dax introduces the Klingon Commander Worf to Kor, who was a blood brother to her previous host, Curzon. Kor has a most interesting proposition.



2 Kor shows Dax the cloth he has obtained. He recognises the markings on it as those of the **Hur'q** – the Klingon word for outsiders – who invaded their Empire 1000 years ago.



3 A drunken Kor staggers back to his quarters, where he is overcome by a **Lethan**, hired by Toral. The telepath steals the secret of the sword from his mind.



4 Worf, Dax, and Kor discover the legendary **bat'leth**, but they are interrupted by Toral, who learned of the sword's shroud from a drunken Kor in a tavern on **Torna VI**.



5 Kor and Worf are each convinced that it is their destiny to lead with the sword. Kor angers Worf by claiming that the present Emperor is "a toothless figurehead."



6 On board the **RIO GRANDE**, Worf and Kor realize that the sword should remain lost until the entire Klingon Empire is worthy to receive it. The sword is beamed into space.

STARSHIP FACTS

A The sword shroud was discovered in the **Gamma Quadrant** by a **Vulcan** geological team. Kor was the **Klingon** ambassador to **Vulcan** at this time.

'Our Man Bashir'

When the *U.S.S. Orinoco* is sabotaged, the senior *Deep Space Nine* crew members are transported into a world of 1960's Earth espionage and intrigue as their physical patterns are intertwined with the characters of Dr. Bashir's holosuite fantasy.

'OUR MAN BASHIR'

"There's been a transporter accident ... The patterns of Captain Sisko, Kira, Worf, Dax, and O'Brien exist only in the holosuite database."

— Eddington to Bashir

Dr. Julian Bashir is engrossed in his new **holosuite program**, a fantasy that features a dashing British secret agent from 1960's Earth. The inquisitive **Elim Garak** interrupts Bashir's role-playing, dressed in a tuxedo.

Meanwhile, **Captain Sisko**, **Major Kira**, **Commander Worf**, **Jadzia Dax**, and **Chief O'Brien** are having trouble returning to *Deep Space Nine* on the sabotaged *U.S.S. Orinoco*. **Lt. Commander Michael Eddington** beams the crew out, but when the *Orinoco* explodes, a chain reaction blows the **transporter's** primary energizing coils, and the crew's patterns are mislaid. The patterns are stored in the **transporter buffer** and need to be swiftly stored elsewhere before they degrade. Using a command priority override, Eddington orders the computer to clear the memory necessary for the transfer.

Holographic espionage

Bashir contacts Ops; the **holocharacters** in his program now resemble his colleagues. Eddington realizes the computer has stored the appearances of the lost *Orinoco* crew in the holosuite memory core. He urges Bashir not to halt anything, in case the officers are harmed, while he works on a way of reuniting their physical and neural patterns.

Meanwhile, a **Cardassian** separatist group called the **True Way** claims responsibility for the *Orinoco* sabotage.

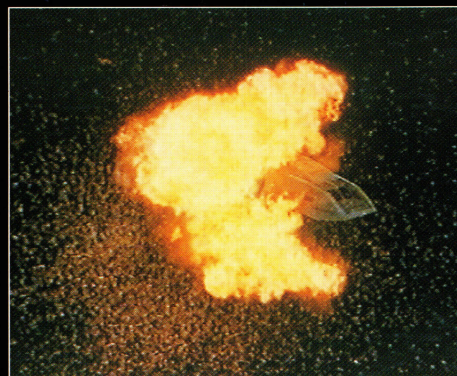
In the holosuite, Bashir and Garak continue the program with their 'colleagues' through a series of escapades involving exploding earrings, deadly cigars, and Parisian nightclubs, all the while trying to make sure that none of the holocharacters are killed in order to protect the patterns of the crew.

With the aid of **Quark** and **Rom**, Eddington uses the independent transporters of the *U.S.S. Defiant NX-74205* to reassemble the *Orinoco* crew. Julian and Garak are finally free to leave the program. The two men agree to return to the exiting world of espionage for lunch the next day.

ON SCREEN...



1 Dr. Bashir's espionage entertainment is interrupted by the entrance of the ever-curious Garak. Bashir reluctantly allows him to join him in his latest adventure.



2 The *U.S.S. ORINOCO's* warp core has been sabotaged by a Cardassian group called the True Way, who are opposed to the treaty between Cardassia and Bajor.



3 The holocharacters in Bashir's program adopt the appearances of his friends. Major Kira becomes the seductive KGB Colonel Anastasia Komananov.



4 Anastasia/Kira informs Bashir that the mad scientist Hippocrates Noah (Sisko) has kidnapped leading seismologist Dr. Honey Bare (Dax).



5 Bashir, Garak, and Anastasia finally come face to face with Noah and his henchmen, Duschamps (Worf) and Falcon (O'Brien), at his Mount Everest retreat.



6 Just as Noah's henchmen prepare to shoot Bashir and his team, Eddington reunites the *ORINOCO* crew with their true forms and neural patterns.

STARSHIP FACTS

A Dr. Noah planned to flood the world and rebuild society with the scientific genius of Dr. Honey Bare.

H continued

hydraulic fluid

This liquid solution is heated to an extremely high temperature when used in certain starship systems. Check valves are employed to prevent it from flooding a ship's passageways, as **Alexander Rozhenko** learned. (*Starship Log*: 'You Are Cordially Invited' [DS9]) **SEE FILES 59, 70**

hydrazine

H_2NNH_2 . An achromatic, caustic liquid, used in jet and rocket fuels. First developed in the 20th century, it remains in use on **Starfleet** shuttlecraft. (*Starship Log*: 'Coda' [VOY]) **SEE FILES 30, 71**

hydrocarbons

U.S.S. Voyager's detection of spaceborne hydrocarbons in 2371 led the ship to a petroleum-powered Ford pick-up truck. (*Starship Log*: 'The 37's' [VOY]) **SEE FILE 71**

hydrocortilene

An anesthetic, often administered via **hypospray**, to relieve such symptoms as pain and tissue swelling in humanoid and other life forms. (*Starship Log*: 'The Swarm' [VOY]) **SEE FILES 65, 71**

hydrogen sulfate

Captain Janeway detected this compound while examining a silvery, metallic fluid with mimetic properties, discovered on a **Class-Y** planetoid in the **Delta Quadrant**. (*Starship Log*: 'Demon' [VOY]) **SEE FILES 3, 18, 71**

hydroponics

Cultivation of plants in nutrient solution rather than in soil, facilitating spaceborne agriculture. Certain **Starfleet** vessels, such as the **U.S.S. Enterprise NCC-1701-E**, have advanced hydroponic facilities. (*Starship Log*: **Star Trek: First Contact**) **SEE FILES 7, 26, 29, 69, 70, 71, 79**



hydroponics bay

Kes created a hydroponics bay in the **U.S.S. Voyager's** Cargo Bay 2 in 2371, enabling the crew to eat fresh food without utilizing the ship's **replicators**. (*Starship Log*: 'Parallax' [VOY]) **SEE FILES 7, 29, 43, 71**

◀ Growing food by hydroponics saved the **U.S.S. VOYAGER's** valuable power supplies.

hydrosail

An ocean-based activity, one of many recreations available in the resort **holoprogram** designed by **Neelix** for the **U.S.S. Voyager NCC-74656**. **Tuvok** refused **Marayna's** offer of a lesson in the sport. (*Starship Log*: 'Alter Ego' [VOY]) **SEE FILES 43, 59, 71**



▶ The slightly unbalanced **Dr. Elias Giger** was searching for ways to prolong his life, and thought that the medical compound **hydrosaline** solution might aid his plans.

hydrosaline solution

An aqueous suspension, used for medical laboratory purposes. **Dr. Elias Giger** offered to trade a coveted Willie Mays rookie card to **Jake Sisko** in exchange for the anaerobic metabolites found in this mixture. (*Starship Log*: 'In the Cards' [DS9]) **SEE FILES 58, 70**

hydrostatic system

Alexander Rozhenko's inexperience with this integral assemblage once caused him to flood an entire deck of the **I.K.S. Rotarran** with superheated hydraulic fluid. (*Starship Log*: 'You Are Cordially Invited' [DS9]) **SEE FILES 48, 70**

hydrothermal deposits

Geological phenomenon found on the planet Earth. Gemstones, such as rubies, can be found in the hydrothermal deposits of the Tibetan plateau. (*Starship Log*: 'Our Man Bashir' [DS9]) **SEE FILES 27, 70**

hydroxy-proline

An amino-related organic compound. Elevated levels in humanoid fluid or tissue indicate the need for a pancreatic scan, as the **EMH** instructed **Kes** in 2371. (*Starship Log*: 'Ex Post Facto' [VOY]) **SEE FILES 65, 71**

hyperacceleration

Caused by an unknown type of radiation on **Scalos**. Affected **Scalosians** perceived one hour for every second of normal time, and their males became sterile. Hyperaccelerated non-Scalosians became compliant and soon died if injured. (*Starship Log*: 'Wink of an Eye' [TOS]) **SEE FILES 18, 68**

hyperchannel

Carrier medium used for **subspace** radio transmissions, as opposed to normal radio signals; they utilize the electromagnetic frequency range of relativistic space. (*Starship Log*: **Star Trek II: The Wrath of Khan**) **SEE FILES 63, 73**

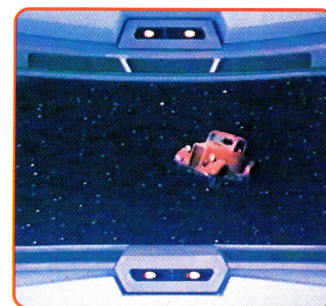
hyperencephalogram

A test that creates a visual chart of the patient's brain activity. **Dr. McCoy** used this test on **Mira Romaine** to prove that multiple intelligences had invaded her mind. (*Starship Log*: 'The Lights of Zetar' [TOS]) **SEE FILES 18, 43, 68**

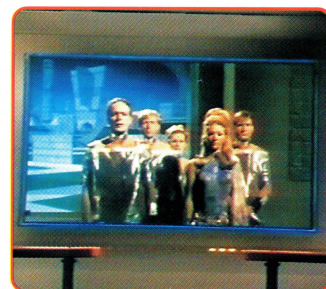
hypergogic

Humanoid mental state, involving sensory focus and precognitive skills. In 2372, **Tuvok** taught **Kes** to self-induce this state as part of her training in the use of her telepathic abilities. (*Starship Log*: 'Cold Fire' [VOY]) **SEE FILES 18, 43, 71**

hydraulic fluid
hydrazine
hydrocarbons
hydrocortilene
hydrogen sulfate
hydroponics
hydroponics bay
hydrosail
hydrosaline solution
hydrostatic system
hydrothermal deposits
hydroxy-proline
hyperacceleration
hyperchannel
hyperencephalogram
hypergogic
hyperimpulse drive
hyperonic radiation
HyperPro PC
hyperspace physics test
hyperspinner
hypertensive shock
hyperthermal induction
hyperthermic charge
hyperzine
hypicate cream
hypochondria
hypospray
hypothalamic scan
hypothalamic series
hypothalamus
Hyalan sector
hyronalin
hytritum
hyvioxilated quint-ethyl
metacetamine



▶ A Ford pick-up truck floating in space emitted traces of hydrocarbons.

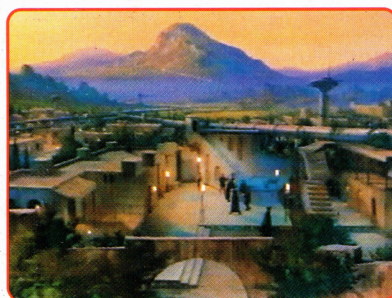


▶ Hyperaccelerated male Scalosians were rendered infertile by the condition.



hyperimpulse drive

Primary propulsion system, used to initiate a launch of the 29th-century **Timeship Aeon** appropriated by **Henry Starling**, a 20th-century entrepreneur. (*Starship Log*: 'Future's End', Part II [VOY]) **SEE FILES 31, 71**



Over a period of years, the human colonists of **Tau Cygna V** developed an immunity to the deadly **hyperonic radiation** found in the planet's atmosphere.

hyperonic radiation

This often-deadly form of radiation also plays havoc with sensors and **phasers**. In 2366, human colonists on **Tau Cygna V** were found to have adapted to survive the lethal rays. (*Starship Log*: 'The Ensigns of Command' [TNG]) **SEE FILES 18, 69**

HyperPro PC

Model of personal computer developed by the **Chronowerx** corporation during Earth's 20th century. Six months before its planned unveiling, CEO **Henry Starling** was still unhappy with the main chip's performance specs. (*Starship Log*: 'Future's End', Part I [VOY]) **SEE FILES 44, 71**

hyperspace physics test

When **Wesley Crusher** took the entrance exam for **Starfleet Academy** in 2364, he passed the hyperspace physics test despite it containing a trick question about the matter/antimatter intermix ratio. (*Starship Log*: 'Coming of Age' [TNG]) **SEE FILES 19, 43, 69**

hyperspanner

Ratchet-like tool used in a variety of engineering and repair applications. It was not designed as such, but it can also be used as an interrogation aid. (*Starship Log*: 'Empok Nor' [DS9]; 'Living Witness' [VOY]) **SEE FILES 70, 71**

hypertensive shock

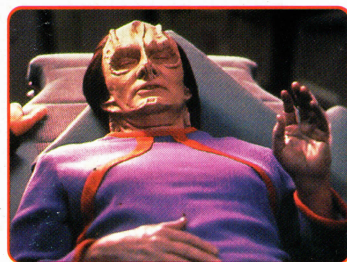
A massive physiological reaction to abnormally elevated blood pressure. A **U.S.S. Voyager** crew member died from this condition, caused by the **Srivani**. (*Starship Log*: 'Scientific Method' [VOY]) **SEE FILES 18, 29, 71**

hyperthermal induction

Physical state wherein the temperature of cell membranes in a humanoid elevate by as much as 37 degrees within seconds, resulting in shock. The **EMH** resuscitated **Tuvok** from the condition in 2372. (*Starship Log*: 'Cold Fire' [VOY]) **SEE FILES 43, 71**

hyperthermic charge

Vidiian starship weapon used to attack a duplicate **U.S.S. Voyager**, which had been accidentally created in a plasma cloud. The charge knocked the shields and defensive capabilities offline. (*Starship Log*: 'Deadlock' [VOY]) **SEE FILES 40, 60, 71**



hyperzine

This chemical agent temporarily stimulates or accelerates cardiovascular function. **Garak** received hyperzine after stress-related heart failure in 2370. (*Starship Log*: 'The Wire' [DS9]) **SEE FILES 43, 70**

Elim **Garak** eventually made a full recovery.

hypicate cream

An emollient designed to provide smooth skin for **Ferengi** females. It was one of the products used by **Ishka** and **Lumba** to convince **Nilva** that female liberation would be profitable. (*Starship Log*: 'Profit and Lace' [DS9]) **SEE FILES 14, 51, 70**

hypochoondria

Due to hypochoondria, **Reg Barclay** diagnosed his **Urodelean flu** symptoms as **Terellian Death Syndrome**. (*Starship Log*: 'Genesis' [TNG]) **SEE FILES 43, 69**

hypospray

Device used since the late 20th century by medical personnel to administer medication into the body, usually into the carotid artery; the device's microspray engine forces drugs painlessly through the skin, and is still used as late as the 24th century. (*Starship Log*: 'Plato's Stepchildren' [TOS]) **SEE FILES 65, 68, 69, 70, 71**

The hygienic **hypospray** forces liquid through the skin without using a penetrating needle.



hypothalamic scan

An examination of the hypothalamus in the humanoid brain. **Linnis** ran a hypothalamic scan on **Kes** when she experienced abnormal body temperature and temporal jumps in 2373. (*Starship Log*: 'Before and After' [VOY]) **SEE FILES 43, 71**

hypothalamic series

Medical tests similar to the hypothalamic scan. **Dr. Crusher** ordered the series for **Deanna Troi** after she complained of thirst and that the **U.S.S. Enterprise NCC-1701-D** was too cold. (*Starship Log*: 'Genesis' [TNG]) **SEE FILES 43, 69**

hypothalamus

Part of certain humanoid brains, functioning to regulate emotions, hormones, body temperature, appetite, sexual behavior, and other autonomic activities. Implants on **Akritiri** prisoners activated acetylcholine in the hypothalamus, inciting aggression. (*Starship Log*: 'Threshold' [VOY]) **SEE FILES 18, 71**

Hyralan sector

Designated rendezvous spot in space where **Arctus Baran** hoped to acquire the third and final piece of the **Stone of Gol**, an ancient **Vulcan** artifact and weapon, from the smuggler **Koral**. (*Starship Log*: 'Gambit', Part II [TNG]) **SEE FILES 3, 8, 69**

hyronalin

Common radiation therapy drug. It was not effective on the aging syndrome of **Gamma Hydra IV** in 2267, but is still in use a hundred years later in both **hypospray** and vapor form. (*Starship Log*: 'The Deadly Years' [TOS]; 'Final Mission' [TNG]; 'Visionary' [DS9]) **SEE FILES 65, 68, 69, 70**

hytritum

Rare compound that neutralizes deadly **tricyanate**, a compound that tainted the water on **Beta Agni II** in 2366. As it was too unstable for the transporter, **Data** shuttled nearly 108 kilos of hytritum to the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILE 69**

hydroxilated quint-ethyl metacetamine

An anesthetic. **Dr. Bashir** discovered 17 milligrams in a concoction **Quark** offered him in 2370. Quark was attempting to profit from the event. (*Starship Log*: 'Rivals' [DS9]) **SEE FILES 43, 70**